

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (canceled)

2. (currently amended) A message output device, comprising:

a battle control unit [(204)] which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit [(208)] which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit [(209)] which acquires a main ~~message~~ message specified in accordance with a progress status of the battle controlled;

a sub message acquisition unit [(209)] which detects winning and losing statuses of the friend and the enemy sides which change in accordance with [(the)] a progress status of the battle controlled at each predetermined timing, and acquires an arbitrary sub message matching the ~~detected~~ winning and losing statuses that are detected; and

a message output unit [(212)] which outputs the ~~acquired~~ main message that is acquired and the arbitrary sub message based on a predetermined condition , wherein the message output unit further comprises a retaining unit that at least temporarily retains the acquired sub message and the main message;

wherein a priority order is set for each main message and each sub message; and said message output unit [(212)] outputs the ~~acquired~~ main message that is acquired and the arbitrary sub message in an order based on the priority orders.

3. (currently amended) The message output device according to claim 2,

wherein in a case where the main message and the arbitrary sub message are acquired at a same time, said message output unit ~~[(212)]~~ outputs the main message preferentially.

4. (canceled)

5. (currently amended) The message output device according to claim 2, wherein:

a life duration time is set at least for each sub message; and

said message output ~~device~~ further comprises ~~a retaining unit that at least temporarily retains the acquired auxiliary message, and~~

a message deletion unit ~~[(211)]~~ which deletes ~~[, of]~~ the ~~retained~~ acquired sub message, ~~any sub message whose~~ when a life duration time has passed ~~among the sub messages acquired~~, from the retaining unit.

6. (currently amended) A message output device comprising:

a battle control unit ~~[(204)]~~ which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit ~~[(208)]~~ which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit ~~[(209)]~~ which acquires a main message specified in accordance with progress of the battle controlled;

a sub message acquisition unit ~~[(209)]~~ which detects winning and losing statuses of the friend and enemy sides which change in accordance with the progress of the battle controlled at each predetermined timing, and acquires an arbitrary sub message matching the ~~detected~~ winning and losing statuses that are detected; and

a retaining unit [(210)] which temporarily retains the ~~acquired~~ main message
that was acquired and ~~auxiliary messages~~ the arbitrary sub message that was acquired;

a message output unit [(212)] which outputs the ~~acquired~~ main message that was
acquired and the arbitrary sub message that was acquired based on a predetermined condition;
and

wherein a life duration time is set for each main message and each sub message,
and a message deletion unit [(211)] which deletes the arbitrary sub message that was acquired
when a life duration set for the arbitrary sub message has passed, from the retaining unit.

7. (currently amended) A message control method utilizing a message storage
unit [(208)], where said message storage unit [(208)] stores a plurality of main messages
matching progress statuses of a battle, and a plurality of sub messages matching winning and
losing statuses of friend and enemy sides, said method comprising:

a battle controlling step [(S301)] of controlling a battle between characters
belonging to ~~opposing~~ friend and enemy sides in a virtual space based on a predetermined
instruction input;

a main message acquiring step [(S303)] of acquiring a main message specified
in accordance with progress of the battle controlled;

a sub message acquiring step [(S303)] of detecting winning and losing statuses
of the battle which change in accordance with the progress of the battle controlled at each
predetermined timing, and acquiring an arbitrary sub message matching the ~~detected~~ winning
and losing statuses that are detected; and

a message outputting step [(S306)] of storing in a retaining unit and outputting
the ~~acquired~~ main message that was acquired and the arbitrary sub message that was acquired
from the retaining unit based on a predetermined condition,

wherein a priority order is set for each main message and each sub messages; and
said message output step [(S306)] outputs the ~~acquired~~ main message that was acquired and the

arbitrary sub message that was acquired and stored in the retaining unit in an order based on ~~[[the]]~~ priority orders, respectively.

8. (currently amended) A computer-readable information recording medium storing a program for controlling a computer to function as:

a battle control unit ~~[[(204)]]~~ which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit ~~[[(208)]]~~ which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit ~~[[(209)]]~~ which acquires a main ~~message~~ message specified in accordance with progress of the battle controlled;

a sub message acquisition unit ~~[[(209)]]~~ which detects winning and losing statuses of the friend and enemy sides which change in accordance with the progress of the battle controlled at each predetermined timing, and acquires an arbitrary sub message the ~~detected~~ winning and losing statuses that are detected; and

a message output unit ~~[[(212)]]~~ which stores in a retaining unit and outputs the ~~acquired~~ main message that was acquired and the arbitrary sub message that was acquired and stored in the retaining unit based on a predetermined condition,

wherein a priority order is set for each main message and each sub message, and said message output unit ~~[[(212)]]~~ outputs the ~~acquired~~ main message that was acquired and the arbitrary sub message that was acquired in an order based on ~~[[the]]~~ priority orders.